

Sony Interactive Entertainment to acquire Audeze

Sony Interactive Entertainment LLC (“SIE”) announced today that it has entered into an agreement to acquire Audeze, an audio technology brand and pioneer of high-end gaming headphones. The acquisition will strengthen SIE’s efforts to continue innovating when it comes to the audio experience of PlayStation games. Audeze will continue to operate independently and develop multi-platform products, while benefiting from being a part of the PlayStation ecosystem.

Based in Santa Ana, Calif., Audeze develops award-winning headphones for the professional audio, audiophile, and gaming markets. These headphones use Audeze’s patented technologies and unique planar magnetic drivers to deliver an outstanding sound experience for consumers as well as recording professionals, including sound engineers at many game development studios. Audeze designs and manufactures its planar magnetic drivers and professional headphones in its California facility.

“Audeze is a premier brand for headphones, and this acquisition highlights Sony Interactive’s focus on innovation and providing the best audio experience to PlayStation players,” said Hideaki Nishino, Senior Vice President, Platform Experience at Sony Interactive Entertainment. “We’re excited to bring Audeze’s expertise into the PlayStation ecosystem, building on the great strides we’ve made with PlayStation 5’s Tempest 3D AudioTech and the Pulse 3D wireless headset.”

“Sony Interactive provides Audeze with a unique opportunity to scale our business, as we continue with our mission to deliver best-in-class headphones to recording professionals, audiophiles, and gamers” said Sankar Thiagasamudram, CEO at Audeze. “We’re also looking forward to contributing to Sony Interactive’s efforts to take PlayStation audio experiences to the next level.”

Terms of this transaction, including the acquisition cost, are not disclosed due to contractual commitments.

www.sonyinteractive.com

www.playstation.com

www.audeze.com